

CASTLES II

SIEGE & CONQUEST™

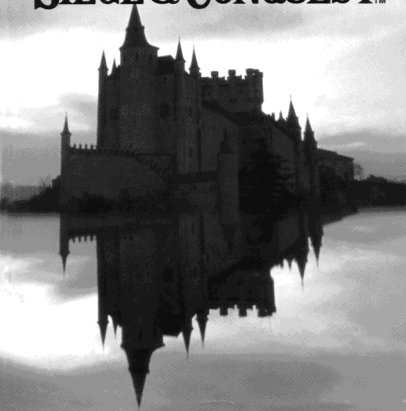


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Introduction

Welcome to the world of *CASTLES II: Siege and Conquest*. This game is intended to test your skills as an administrator, a

military leader, and a politician. During the course of play, you must maintain the delicate balance between the administrative, military, and political functions of your dominion. The names of the Lords and the territories in *CASTLES II* are based on 14th cen-

tury France, a tumultuous period in European history, which was marked by the prolonged conflict of The Hundred Years War. This century was marked by chaos, as the struggle for land in France had a high cost in human life. The blood of English and French soldiers saturated the soil and the peasants of these lands were forcefully removed from their homes, raped, or killed. The Lords of territories battled each other in an attempt to expand their realms. When a Lord conquered new lands, he would build

castles there to substantiate his power over the newly acquired territory.

Your mission is to unite the territories of the mythical land of Bretagne in the midst of this bloody turmoil and eventually become King. It is a formidable task, one that requires intestinal fortitude, cunning, and risk taking. If you possess these qualities then you are ready to accept the challenge of *CASTLES II: Siege and Conquest*!

*But noble souls,
through dust and
heat,*

*Rise from
disaster and
defeat.*

The stronger.

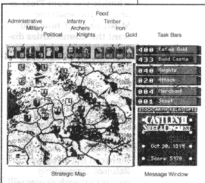
*- Henry
Wadsworth*

Object

The ultimate goal of *CASTLES II* is to be crowned King. This is accomplished by petitioning the Pope to back your claim to the throne once you have expanded your empire to a point of considerable wealth and power. All the while, you must keep your people happy and maintain good relations with the Pope. If you are named King, the game is over and you have won. If, at some point during the game, one of the other players petitions the Pope and is named King, then you have lost the game and quite possibly, your life. You may choose to play as one of five feuding lords from the families of Albion, Burgundy, Anjou, Aragon, and Valois. You select one of these, and the computer plays the other four as well as the Pope. A game of *CASTLES II* will commence on January 1, 1312, and will usually last between three and ten years. The date is displayed at the bottom right of the main game screen.

Once you have begun to capture territories and es-

establish your empire, it becomes necessary to build castles. There are many obstacles and challenges that arise throughout the game that often hinder your quest to become King. If you manage your land with efficiency, the effects of these diversions can be minimized and the throne will be within your grasp.



The Main Game Screen



Getting Started

When *CASTLES II* is loaded, there will be several introductory screens that set up the premise of the game. Once the introduction is complete, the **Set-up Screen** appears offering several options for game play. Here you will choose the **Player** whose role you wish to assume, the **Difficulty** level (*Easy*, *Average*, *Hard*, and *Impossible*), whether you want **Plots** *on* or *off*, if you want the **Music** *on* or *off*, how you want the **Commodities** distributed (*Balanced*, *Geographical*, or *Random*), and if you want tactical **Battles** *on* or *off* (see **Tactical Combat**). The *Geographical* option for **Commodities** will place them where they logically should be found (i.e., gold and iron in the mountains, timber in the forests, etc.). *Balanced Commodities* means that each player will be able to access a balanced mix of commodities during the course of play. When you have made your choices, click on *Play*, and the game will begin, or *Load* to load a saved game.

The next screen that will appear is the **Main Game Screen**, where most of the game play will occur. The center of the screen is a map of the entire kingdom, divided into 36 territories. Each territory has its own commodity. At the top of the screen your **Ratings Point Pool** will be displayed. The size of your **Army** and the amount of your **Commodities** are located to the right of the **Point Pool**. The **Task Bars** are located on the upper right of the screen (at the beginning of the game there will be three of these bars). At the bottom of the screen is the **Message Window**, which will display virtually everything that occurs during the course of play. Just above the message window are four buttons—*Stock*, *Army*, *Relat* (*Relations*), *Opts* (*Options*). Clicking on one of these buttons will access that particular area.

Tutorial

Often times the best way to learn is by doing. For those who want to start playing the game immediately, this section will get your realm established with a couple of territories. You can play and experiment from that point. If you get stuck, you can easily refer to a specific section of the manual for assistance.

Using the **Left Mouse Button**, click on the *Play as Albion* arrow, *Easy as the Difficulty Level* and turn the *Plots and Battles off*. Click on the *Play* button and you will be given one *Territory* and one *Commodity* assigned to that area.

At this point you have the capability to perform three *Tasks* (one *Administrative*, one *Military*, and one *Political*). Begin by building your economy. As mentioned above, your territory has a particular commodity that can be processed. Click on *Stock* and select the commodity that is available to you at this point (click on the

word *Gather* next to the *Commodity*). Click *OK* and you are now performing one administrative task by gathering a commodity.

Next, you should build your army, which is a *Military* task. Click on *Army* and select whichever aspect of your military that can be recruited (click on *Recr* next to a division of the army) and then click on the *OK* button.

Now click on one of the territories adjacent to your starting province and click on the *Scout* button, followed by *OK*. At this point (since scouting is a political function) you are now performing one *Administrative*, one *Military*, and one *Political* function—you are running at maximum efficiency. It is always recommended that you keep your task performing potential at its maximum.

Once these three tasks are completed, you are most likely in a position to *Attack* the territory that you have just scouted. However, if this particular

territory is occupied by the Pope, you **DO NOT** want to attack it (see section called **The Pope**). When you have finished Scouting the territory you chose (signified by the Task Bar flipping over with the message *Scout Complete*), Scout another territory. Do the same with the Gathering task you chose earlier. *(A shorthand way to redo a task is by clicking on the Task Bar that just completed. This will relaunch the same task.)*

When the Recruiting task you had running completes, you may want to *Attack* the territory you previously scouted (assuming it isn't owned by the Pope). To *Attack*, click on the province you wish to capture, and click on the *Attack* button, followed by the *OK* button. This will launch an Attack Task (the one Military Task you have available to you). If you successfully attack and capture a province you will add it to your domain and the commodity in that territory will now be available for you to mine or harvest. You can also now scout territories adjacent to it and launch further attack tasks on adjacent provinces.

Once you have captured two or three territories you may want to consider building a castle. Every territory that you hold must include or be adjacent to a territory in which you have built a castle or you risk the possibility of revolt from the people in this conquered land.

To build a castle, click on the territory in which you wish to build it. Click on the *Visit* option and a map of the territory itself will appear. Choose a grassy (dark-green) area upon which to build your castle (you can scroll the map by clicking on the directional arrows located at the bottom right of the screen - holding down the left mouse button will scroll continuously).

Next, click on *Design* to begin designing your castle. Every castle needs a flag (or **Keep**), walls, a door, and some towers. First, place a Keep by clicking on the flag icon and then clicking a second time on the map where the Keep should go. This is how you lay out the floorplans of your castle, clicking on the piece you want to place, and then clicking the spot

on the map where you want the piece placed.

Now you need to enclose the Keep with walls, doors, and towers. Click on the round tower icon at the bottom of the screen and place it on the map a few spaces away from the Keep.

Now click on the tall wall icon on the lower right of the screen and attach it to the tower you previously placed. You can continue to place wall segments without clicking on the lower icons, but you must click on a new icon to place a new piece on the map. Continue placing walls and towers (don't forget a door) until you're happy with the castle. If you want to erase a piece already placed, just click on the erase icon (the X) and click on the piece you want to remove. *(Shortcut: If you have towers and walls placed on the map and you want to change from placing walls to towers (or vice versa), just click on the type of piece already on the map you want to change to and the cursor will default to that piece. This saves you from having to move the mouse down to the icon list every time you want to place a different piece on the map.)*

When you're done designing your castle, click on the *View* button and then click on the *Leave* button to return to the Main Game Screen. You'll now see a small tower icon on the province shield, showing you've designed a castle there. When you are ready to build the castle, click on that territory, and choose the *Build Castle* option which will now appear in the message window (for the specifics on castle building, see the section entitled *The Castle*). If *Build Castle* does not appear, you either do not have sufficient resources to build the castle or are busy with another Administrative task.

This should provide you with the basics to get started. Just remember to keep performing tasks in all three areas (Administrative, Military, and Political) simultaneously.

Performing Tasks

To fully comprehend the essence of *CASTLES II*, it must be understood that it is a task based game. Anything

that you want to do is done by way of accomplishing a task. There are three different types of tasks: Administrative, Military, and Political. These tasks are color coded: Green for Administrative, Red for Military, and Blue for Political.

"When all is said, we cannot, in a world that is ruled by purpose and links an effect with every cause, escape the concept of reward. Action by which nothing is gained is futile."

—E.F. Scott

For each type of task, you have a certain number of ability points. There are three sets of two numbers displayed at the upper left-hand corner of the Main Game Screen. The bottom number of each set is the overall rating in that category and the top number represents the available points from that category that you can apply towards performing tasks.

Your rating will increase as you successfully complete tasks. For example, as

you successfully complete administrative tasks, your administrative rating will improve and you will have more points to distribute among your tasks in the future. If, in addition, you applied ratings points to a task from different areas, (such as adding 2 military and 2 diplomatic points to the 3 administrative points used to build a castle), you would gain partial credit towards advancing your military and diplomatic ratings.

At the beginning of the game, there are three task bars in the upper right hand corner of the Main Game Screen that can be used to accomplish the three types of tasks (Administrative, Military, and Diplomatic). Three more bars can be added as the game progresses. The top bar is for Administrative tasks, the middle bar is for Military tasks, and the bottom bar is for Political tasks. Each bar can only perform one task at any given time.

While a task is being performed, three numbers will appear on the left side of the Task Bar. These numbers indicate how many points from the point pool were applied toward a task. The far left number is the amount of Administrative points, the middle one is the amount of Military points, and the number on the right represents the amount of Political points. When a task is being performed, the task bar will fill up from left to right. The task is complete when the bar is completely full. If you wish to repeat the exact same task, assuming it is available to you, click on the task bar itself; this is quicker than proceeding into the message window to set up the task. If you click on the task bar while a task is being performed, the message window will open up and inform you of how close you are to completing the task. It will also give you the option to cancel the task at this point or to continue it by clicking OK.

The speed with which a task can be accomplished is determined by how many total points are applied to it. The more points ap-

plied to the task, the faster it is accomplished. Also, when performing a task in any given area, you must use more points from that particular area of the point pool than either of the other two. For example, suppose you have 4 administrative points, 7 military points, 3 political points, and you want to perform an administrative task. If you choose to use all 4 of your administrative points, you may use up to 3 of your military points and up to 3 of your political points. In this scenario, the addition of the military and political points is intended to give you more total points to apply toward the administrative task and thus speed it up.

Once you achieve a rating of 5 in any of the task categories, a second Task Bar in that category will be added to the Main Game Screen. As long as your rating is at least 5, you will be able to use the additional task bar. If your rating drops below 5, you will lose the second task bar. Ideally, you will reach the maximum number of six task bars (two administrative tasks, two military tasks, and two political tasks).

Administrative Functions

HOW TO PLAY CASTLES II

Establishing and Maintaining the Realm

The administrative functions of your domain are those which help you to build a solid infrastructure. These functions include:

harvesting food, cutting timber, mining iron, refining gold, and building castles. It is important to establish a strong economy early in game play, because so many of the other tasks depend upon the availability of certain commodities. For example, the military task of recruiting archers requires gold and timber!

Each territory contains a particular commodity. Once you have captured a territory, you can then begin to gather that commodity. For example, if you capture a territory whose commodity is iron, you can perform the administrative task of mining iron. As soon as you have completed any gathering task, your stockpile of that commodity will increase.

If you choose to gather a commodity that you hold in multiple territories, you will receive units of that commodity equal to the number of territories in which you hold it (you will also need to apply at least the same amount of administration points to the task). In other words, if you have three territories in which gold is your commodity, when you refine gold you will add three units of gold to your economy—as long as you apply at least three administrative points.

Also, once you build a large enough castle (see the section on *The Castle*) on a territory, the production of that territory's commodity is doubled when gathered. One shortcut to implementing the gathering task is to click on one of the commodity icons displayed at the top of the Main Game Screen. If it is possible to gather that item, a task will begin.

The Black Market

If you need to add goods quickly to your economy, it is sometimes beneficial to trade on the Black Market (The *Black Market* option can be accessed the same way that the commodities are accessed--under the *Stock* bar). You can immediately trade a good that is plentiful for one that is lacking, at a cost of three for one. Be careful though--sometimes the black market is an unreliable medium and you can be cheated by those with whom you attempt to trade. *Policing the realm* can lessen your chance of being cheated on the black market.

The Castle

The best way to solidify your realm and eliminate the possibility of revolt by your people is to build a castle. Building a castle in a territory also makes it more difficult for an attacker to capture that territory, as it is easier to defend a castled territory than one without a castle.

To prepare for designing a castle, click on the territory in which you want to build it. The message window will open and you will be given the option to *Visit* or *Cede* (see the section entitled **The Pope** for information on ceding) that territory. Click on *Visit* and a map of the territory will appear on the screen. You need to select an area that is suitable for construction. You cannot build a castle on water or in a swamp, and you cannot build directly on top of a tree or a rock. Clicking on the directional arrows on the bottom right of the screen allows you to scroll over the map. You may also scroll the map by clicking on the edge of the screen. Clicking on the

center of the arrows enables you to rotate the view clockwise by 90 degrees.

Once you have decided on a proper location for the castle, click on *Design* and begin designing your castle. All of the functions available to you during the designing process are located in the boxes at the bottom of the screen. First you will need to place the flag or Keep on the map—the Keep represents you and the administrative control of the castle. Once it is captured by an opponent, the castle is lost so it is a good idea to put rings of walls and towers around your Keep. To place the Keep on the map, click on the flag box at the bottom of the screen and click again on the spot on the map where you wish to place it. There are two types of towers that can be used—Square or Round. The square towers are not quite as effective as the round towers for defense, as they tend to have blind spots. The round towers, al-

though they are better for defense, take a longer time to build than the square towers. To place a tower, click on the box at the bottom of the screen and click again to place it on the map. You also have the option for thick or thin walls. As you might expect, the thick walls are better for defense but they take longer to build than the thin walls. For both the towers and walls, you also possess the option of *Tall* vs. *Small*. Keep in mind that when you are constructing walls and towers around the keep, you must assure that the keep is accessible. You cannot build walls and towers on all sides of the keep to make it impenetrable, you must place a door in the perimeter.

If you make a mistake in placing a piece on the map, use the X icon to erase the piece. Also, holding down the right mouse button and clicking the left mouse button will cause the cursor to act as an eraser.

(Shortcut: If you have towers and walls placed on the map and you want to change from placing walls to towers (or vice versa), just click on the type of

piece already on the map you want to change to and the cursor will default to that piece. This saves you from having to move the mouse down to the icon list every time you want to place a different piece on the map.)

Your castle's size determines whether or not you can double production of that territory's commodity as well as preventing the people from revolting. The castle's size is measured on a point system dependent upon the choice of pieces (tall or small). A tall piece is worth 3 points and a small piece is worth 2 points. *In order to double the production of a commodity, a castle must be worth at least 50 points. To keep the people from revolting, a castle must be worth at least 100 points.*

The last thing that needs to be done in designing a castle is to decide the manner in which it will be constructed. You will have the options of *Uniform*, *Outward* (start construction from inside), *Inward* (start construction from outside), and *Towers First*. Click on one of these and your castle is now ready to be built.

If you wish to save your castle design, click on *Save* and you will be able to use that design later, in another territory. If you want to access a saved castle design, click on *Load* and you can choose from any designs that you have created and saved (you must place your *Keep* before loading, indicating where the castle is to be placed).

To return to the Main Game Screen, click on *Leave*. Once you have designed the castle, a tiny tower symbol will appear in the map of that territory. As soon as you meet the requirements for building a castle, you can click on the territory and the *Build Castle* option will appear in the message window. The *Build Castle* task requires one Grain, three Timber, one Iron, and two Gold. You must have at least two Administrative Points allotted to the task.

If you visit your territory while a castle is being built, you will be able to see your partially completed castle. When the castle becomes large enough to double production (50 points), the castle symbol on the map will

grow to half size. When it becomes large enough to prevent revolts in neighboring territories, the castle icon will grow again and fill the icon space.

Military Functions

Military tasks are those functions of your empire that focus on the augmentation of your armed forces and their usage. You build your army through the military tasks of recruiting infantry, archers, and knights. Other military tasks are concerned with adding weapons to your army which aid in attacking a castle. These include: building a ballista, building a catapult, and building a siege tower. The other two military tasks are: sending a saboteur to another territory and, of course, attacking another territory.

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The Army

The army is your fighting force and it consists of infantry, archers, and knights. To keep your military strong, it is necessary to recruit troops. Whenever you engage in an attack or are the victim of sabotage, the numbers in your army may decrease. So, it is important to keep recruiting and strengthening your army. To recruit for your army, click on the *Army* button and then click on *Recr* (Recruit) in the message window next to the branch of the army that you want increased (a faster way to start this task is by clicking on one of the military icons at the top of the screen).

In order to maintain the size of your army and keep your troops happy, you will need to feed and pay them. For every 5 infantry or archers that you possess, you will need to feed them 1 food and pay them 1 gold (rounded up) per year. Every 5 knights will cost you 2 food and 2 gold (also rounded up). The troops are paid in the spring and fed in the fall. If you delay

feeding and/or paying them, increasing numbers of your troops will desert.

Attacking

Once you have built your economy and army to a certain point, you will want to attack another territory to increase the size and wealth of your domain. In order to attack a territory, you will need two *Military Points*, a *Happiness Rating* of at least three (see **Happiness**), and one *Iron*. When you have met these requirements and want to attack, click on a neighboring territory (you can only attack a territory that is directly adjacent to one of your own) and the *Attack* option will become available. When the *Attack Task Bar* is full, you will be given the option of proceeding with the attack or recalling your troops. After you make this decision, click **OK** and the task of preparing your army for battle will be complete.

At the beginning of the game, you have the option to set **Tactical Battles** off or on. If the battles are off, the computer plays out the battle for you and determines the victor. If the battles are on, you will have more control over the out-

come as you will be able to manipulate your forces individually (see the section entitled **Tactical Combat** for a detailed description of this aspect of the game).

*"What causes wars,
and what causes
fighting among you?
Is it not your
passions...?
You covet and cannot
obtain; so you fight
and wage war."*

— James 4:1-2

Weapons

When you are attacking a territory that has a castle, there are certain weapons that can improve your chances of victory. They can be added to your arsenal at different times during the game if specific conditions of your economy exist, and your ability points are high enough.

The *Ballista* is, in essence, a giant crossbow that fires a large arrow at a castle. In order to build a *Ballista*, you will need a *Military Rating* of at least 5 and 4 of those points must be applied to building the *Ballista*. In addition you must expend 1 unit of timber, 1 unit of iron, and 1 unit of gold.

The *Catapult* requires the same amount of commodities, but you must have a *Military Rating* of at least 6 and you must expend at least 5 of them on building the *Catapult*.

A *Siege Tower* also requires the same number of commodities, but a 7 *Military Rating* is necessary

and 6 of those points are needed to start this task.

When any of these three weapons become available, they will appear in the message window after clicking on the *Army* button.

Saboteur

To hire a *Saboteur*, click on the territory to be sabotaged (the territory must be owned by someone). This task will become available as soon as you have a *Military Rating* of at least 3 and use at least 2 of those points along with spending 1 gold to hire the saboteur(s). A saboteur is sent to an opponent's territory with the intent of destroying some aspect of that territory's economy or disrupting the military—perhaps sabotaging the food supply or demoralizing units of their military, causing them to desert.

Policing the Realm

Since your opponents have the same capabilities as you do, you must be wary of opponents' saboteurs. The only way of accomplishing this is to *Police the Realm*. This is another function of the military that is generally successful in capturing saboteurs and spies. When you police the realm, the overall efficiency of any ongoing tasks improves as well. One negative by-product of policing the realm, however, is that it reduces the *Happiness Level* of your people by one happiness point (see *Happiness*).

When you police the realm, you will capture any saboteurs or spies that are currently in your realm.

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Tactical Combat

Once you have made the decision to proceed with an attack, or are the victim of an attack, the main game screen will be replaced with the *Tactical Combat Screen* (assuming that you have set the battles on). This screen features a map of the territory in which the battle shall occur (there is a different map for each territory), and a scaled representation of the two military forces that will clash.

The scale of the battle will be indicated at the bottom of the screen. When the scale is 1, each figure on the battlefield represents one unit of the army. When this value reads 2 or more, it means that each unit of the army is represented by two or more figures on the battlefield.

In this aspect of the game, where you fight is just as important as how you fight. The territories consist of many terrain types, and the effectiveness of the different branches of the military will be influenced by the location of the battle. For example, knights

do very well on open grass or dirt, but are hindered

greatly by rocky terrain in which the horses will have difficulty galloping. As one might expect, knights also have serious problems in swampy, watery areas where their excessive weight can cause them to sink. Archers are most effective when firing from a covered area, such as a forest, into an open area. On the other hand, archers have

problems firing into a forest because their arrows are more likely to strike a tree than the enemy. These are just a few of the terrain effects of tactical combat. All of the effects are based on the performance capability of a military unit in a specific environment. If you are the defender in a field (non-castle) battle, you will be given the op-

-At the Battle of Crecy, in 1346, English troops under Edward III defeated a much larger army under Philip VI. Half of the French were killed including more than 1000 knights. The English archers proved to be far more effective than the armor-clad French knights on horses. This battle marked one of the first times that English soldiers used gunpowder.

portunity to choose where in the territory the battle will take place. Click on the spot on the map where you want to fight, and the forces will appear.

The first thing that you want to do in preparing for battle is to place your troops. To do this, click on a figure, or figures, and then click on the spot where you want to place them. If you want to move all members of a specific branch, click on one of the three buttons located at the bottom right of the screen (*Infantry*, *Archers*, *Knights*).

When you are attacking a castle, you can only place troops within a certain range of that castle. You cannot put them too close to the castle, nor can you place them in the castle. A castle's most vulnerable positions to attack are the doors as well as any breaches in the walls caused by a catapult or other machinery. The *Flat* button gives you a better view of the inside of the castle when you are a defender. As a result, you will be able to see where you place your troops. Although the walls have seemingly collapsed in the

Flat mode, the castle is still very much intact for the purposes of battle. It is purely a practical function that allows you to manipulate your forces more easily.

When troops that are attacking a castle are commanded to *Melee*, they will attempt to reach the *Keep* as long as there are no enemy units to attack. If the troops attacking a castle are not given commands prior to battle, all units will default to *Melee* and all engines will default to *Destroy*.

If you are defending a castle and do not select a command, *Melee* will be assumed. The catapult and the ballista will be situated outside the castle in locations that will help to create breaches in the castle walls. These weapons will attack the nearest unbreached wall until destroyed. They will then attack the one behind it, moving forward if necessary. The siege tower will assault a wall that is not already under attack from another weapon. It moves up to a wall or tower and releases a few infantry units on the top of that wall or tower.

After you have placed your army, you are ready to begin the battle. The buttons located at the bottom left of the screen allow you to control certain aspects of the battle.

Before clicking on one of these buttons, you will need to select specific troops by clicking on them (or by clicking on one of the shortcut buttons on the right of the screen). To attack a specific enemy unit, first click on the units of your army that you want to deploy, and then click on the enemy figure.

The *Stand* button commands your troops to stand their ground and fight anyone who comes near them.

The *Melee* button commands the selected troops to engage in battle. They will search and destroy the nearest enemy unit, or, if one is not in range, destroy the Keep or a siege engine.

Destroy is similar to *Melee*, only the forces are commanded to attack weapons, or castles, before people.

The *Retreat* function causes your remaining fighting force to leave the battle site (it is not necessary to click on any figures

on the screen prior to retreating).

The *Begin* button starts the battle after your other commands have been given.

Victory is achieved when certain conditions of battle have been met. For a field battle, you must either kill all enemy forces or cause the enemy to flee the battle site. A castle battle is won when all enemy forces have been killed, the enemy flees, or a sufficient number of your troops reach the Keep and remain there for a long enough period of time (simulating the castle commander's death or surrender). The amount of time needed to capture the Keep depends on the number of your troops at the Keep and the initial strength of the defender. The Keep cannot be destroyed by siege weapons.

In tactical combat, each division of your army, along with the siege weapons, has specific battle purposes.

The infantry is your ground force. They are

-The Battle of Agincourt, in 1415, was the third great victory of The Hundred Years War for the English. A superbly trained and equipped English army of 13,000 defeated 50,000 Frenchmen.

most proficient at hand-to-hand combat and are useful for capturing the Keep of a castle. They can also attack doors and climb castle walls.

The archers are best at long range attacks and weakest at hand-to-hand fighting. They are superb for castle battles when perched on the walls, and they can also attack castle doors and climb walls. The higher they are, the farther their effective range.

The knights are fast on open terrain, slow elsewhere, strong at hand-to-hand, and they can attack castle doors but cannot climb walls.

The catapult and the ballista are used to knock down castle walls and create breaches. They have limited movement. The ballista is the weaker of the two. The siege tower transports infantry to the top of outer castle walls, avoiding the arrows of defending archers. This weapon is slow but quite powerful. None of the siege weapons are used in field battles.

Political Functions

Political tasks are those which allow you to learn about opponents' territories and those which determine your relations with your opponents. Both the *Scout* and *Spy* tasks are considered political tasks. The other political functions are: dispatching a diplomat to improve relations with foreign territories or the Pope, sending a merchant to trade goods, improving your happiness level, and summoning a council to inform you of any threats to your realm as well as the Pope's relations with all the players.

*"Either be hot or cold:
God doth despise,
abhor, and spew out
all neutralities."*

—Robert Herrick

The Relations Rating System

Your *Relations* with your opponents, the Pope, and the happiness level of your people are measured on a nine point scale. Relations of 8 or 9 represent a close alliance, and better trading opportunities with that faction. Relations of 1 or 2 represents a state of war, with much higher chances of being sabotaged or attacked by that faction.

Relations can be improved by diplomatic (*Political*) tasks, accepting the other faction's diplomatic missions, and performing actions within the plot-lines that will make other leaders happy. Relations will be reduced by attacking a faction, having your spies and saboteurs caught by them, attacking their allies, and performing actions within the plot-lines that will not please them. The levels of these ratings are displayed in the message window after clicking on the *Relat* button.

The Pope

Since the Pope is the only one who can declare you King, maintaining favorable relations with him is extremely important. Your relations with the Pope can sometimes be improved if you send a diplomat and offer gold as a show of good faith. If you let your relations with the Pope slip to 2 or lower, you will be excommunicated. When this happens, you can no longer trade with anyone or send further diplomatic missions to the Pope. The only way to improve relations with the Pope after being excommunicated is to cede one of your territories to him. When you do this, your relations will improve by three points.

To cede a territory, click on that territory and click again on the *Cede* option. If you cede a territory to the Pope that has a castle built on it, your relations with the Pope will improve by four points. You may cede a territory to the Pope even if you are not excommunicated. In that case, however, you will only improve your relations by

one point with no castle, and two points if you cede a territory with a castle.

You cannot cede a territory to the Pope if it is adjacent to one he already owns.

Happiness

Your *Happiness* level represents the morale of both your people and your army. If you let your *Happiness* level drop too low, you risk the possibility of rebellion. To improve your *Happiness*, you can employ the *Happiness* task, which requires 2 political points, 1 food, 1 timber, and 1 gold. Completion of this task boosts the happiness of your people by one point.

"The attitude of unhappiness is not only painful, it is mean and ugly ... It but fastens and perpetuates the trouble which occasioned it, and increases the total evil of the situation."

—William James

If you attack someone and lose, your *Happiness* will decrease. If you are attacked and lose, your *Happiness* may or may not decrease. If you are attacked and win, however, your *Happiness* will increase.

Your *Happiness* will also decrease when you are *Policing* your realm. When you police the realm, the people are placed under constant scrutiny and they will not appreciate the burdens and accusations that will be directed at them by

a vigilant government. One way to avoid the discontent of the people is to simultaneously improve *Happiness* while you are *Policing* the realm.

Scouting

It is recommended that before you attack a territory or send a saboteur, you should scout that territory to be sure you know who owns it. Scouting tells you who holds a territory, the commodity present, and if there is a castle in that territory.

Scouting requires 1 political point. To initiate it, click on the territory that you wish to scout, and then click again on *Scout* when it appears in the message window.

It's a good idea to *Scout* a territory more than once, especially before attacking it, as territories can change ownership rapidly.

"Zeal without knowledge is a runaway horse."

—English proverb

Spying

Where scouting provides you with information about one of your opponent's territories, the *Spy* task can provide you with information about his entire realm. This task requires a Political Rating of at least 3, and an expenditure of at least 2 of those points and 1 gold.

When you decide to use the *Spy* function, click on one of the opponent's territories and then click again on the *Spy* button that will appear in the message window. If a spy is successful, you will learn the number of territories that a particular player holds, the whereabouts of those territories, how big his army is, and the Happiness of his people.

However, if that player happens to be Policing the realm at the time that you send a spy, your chances for success are greatly reduced. If that player captures your spy, relations with him will drop.

Merchants

When you want to increase the amount of a commodity, but you do not have the capability to gather it at that particular time or do not want to risk a transaction on the Black Market, the *Merchant* task can be quite useful.

You can send a Merchant to trade with an opponent or the Pope. Your Merchant will have the best chance of success if you have good relations with the territory with which you are trading. The chances for a successful trade can also be improved if you apply a high number of political points toward this task. To start the Merchant task, click on the territory with which you want to trade. A *Merchant* button will now appear in the message window. This task requires that you have a Political Rating of at least 3 points and expend at least 2 of them.

Diplomats

If you desire to improve relations with any other player or the Pope, you can send them diplomats.

Just before a truce went into effect between Philip VI and Edward III of England, Philip invited several of Edward's knights to his court.

They expected to be guests of the King at a tournament.

Once they arrived they were arrested and beheaded without trial.

Needless to say, there would be no truce.

This function requires a Political Rating of at least 3, and an expenditure of at least 2 of those points and 1 gold. Like the Merchant task, the number of political points that are applied can increase the chances for successful diplomacy. The Diplomat is dispatched to a foreign territory with the intent of offering or requesting gold to improve relations. If the Diplomat succeeds, your relations with that

player will improve by one point. The Diplomat can also be used to request gold from a territory with which you hold favorable relations, thereby improving your economy.

As soon as the requirements are met for a

Diplomat task, the option will appear in the message window after the *Relat* button is accessed. To engage the task, click on the *Diplomat* button next to the ruler with whom you wish to interact. Options for negotiation will now appear in the message window. Click on the arrows until you achieve the desired range of negotiations you want your Diplomat to propose. You will have the option here to declare the amount of gold that you are offering (or requesting). You can also propose an ally treaty with the leader. When you finish your proposal, click OK and the Diplomat will be sent.

Council

Summoning a *Council* provides you with information gathered by the members of your executive council. It is basically a status report of the entire realm.

Upon completion, this task informs you of each player's rank, status with the Pope, and informs you if any of the territories that you hold are near rebellion. This option will be found in the message window after clicking on the *Relat* button as long as its minimum requirements are satisfied. To summon a council you need to expend 3 political points, 1 food, and 1 gold.

When this task is finished, the results will appear in the form of a chart in the message window. This chart will display a list of all the players, in order of strength.

If a player has a rating of 8 or 9 with the Pope he is considered *Blessed* in the eyes of the Pope. Below the ratings, the status of the territories of your realm will be indicated (if any of

them might be near rebellion in the near future).

Winning the Game

Your score is displayed on the Message Window door at the lower right of the screen. When

you have achieved a score of at least 7,000 points, you earn the opportunity to petition the Pope to name you King.

To petition the Pope, you must click on the *Claim* button when it appears in the *Relations* menu. After you have petitioned the Pope, you must keep your point total above 7,000. If you maintain that point total for approximately 4-5 computer months, you will be named King and the game will be over.

Making a claim to the throne does not make you popular with the other players, however. Claiming the throne will cause an immediate drop in relations with other factions, and even those who were friendly with you before your claim may choose to

attack you rather than risk losing the throne.

*"On the Plains of
Hesitation bleach the
bones of countless
millions who,
at the dawn of
victory,
sat down to wait,
and waiting died."*

*—G.W. Cecil/
Adlai Stevenson*

Other Features Of CASTLES II

Messages/Plots

Periodically, during the course of play, you will be visited by messengers who will appear in the message window with news and information. Some of these *plots* will test your ability as a leader and as a diplomat.

You will be asked to resolve a variety of situations and you will be given several options with which to do so. The *plots* can drastically affect your fortunes, both good and bad. You may make new friends, or enemies, that can help, or hinder, your efforts to claim the throne of Bretagne.

You may have to deal with problems from outside Bretagne. You may also find treasures, deal with disasters, and be forced to make crucial alliances.

Film Clips (VGA only)

One of the more novel features of *CASTLES II* will appear in the message window at various moments during the game.

When, for example, you are preparing to attack, the main window will sometimes feature a few seconds of digitized film image of troops preparing for a battle.

There are several film clips which have been chosen for specific situations that arise during game play.

This feature can be turned on or off at the beginning of the game.

Options

The *Options* button is located on the *Main Game Screen* just above the message window. Here you will be able to turn tactical battles on or off, turn plots on or off, turn the music on

or off, or quit the game. You will also be able to save a game and load a previously played game.

To do this, click on one of these selections, enter a file name, click on OK and your game will be saved or a past game will be retrieved, depending upon which function you have chosen. You may also press the *Pause* button to pause the game.

Chronology

1302 -- Philip IV called together the first Estates-General, the ancestor of the French Parliament.

1309-1377 -- The Avignon Papacy (the Popes were a succession of Frenchmen)

1328-1350 -- Reign of Philip VI (first of the Valois rulers)

1337-1453 -- The Hundred Years' War between England and France

1378-1417 -- "The Great Schism" in the church (two Popes were chosen at the same time—one Roman and one French, causing great controversy)

Player Profiles

CONTENDERS FOR THE THRONE

EDWARD

King of Albion

Albion has one of the strongest claims to the throne of Bretagne, dating back many generations. Edward is the son of the castle-building King in the original **CASTLES**. Edward is a strong ruler who attempts to be noble, but his self-righteousness gets in the way.

Edward is married to Edna, but the marriage is a loveless one, and the two people despise each other. Edward would love to have Edna forcibly retired to a nunnery so he could remarry, but has not figured a way that he could do it without upsetting the nobles and putting Albion in turmoil. Edna looks to humiliate Edward any chance she gets.

Edward's attitude to:

Charles of Valois: An arrogant monster, and Edward's chief rival.

Phillip of Burgundy: A friend, but only from a distance. They both despise Charles of Valois. Not much personal integrity.

Ramiro of Aragon: Not to be trusted, but not an immediate threat. Ramiro is a King, and is more worthy of respect than a Duke or a Count.

Henri of Anjou: Pure contempt. Henri is an overgrown child with a monstrous mother.

Pope Innocent Benedict: Indifference. Pope Innocent Benedict has never been fond of Albion.

CHARLES

Count of Valois

Charles is the cousin of Charles of Clossau, the late King of Bretagne.

By family ties, Charles has the most solid claim to the throne. Of course, both Albion and Anjou would argue that the late King's claim to the throne was rather dubious.

Charles is known for his imperious manner and his arrogance. He makes no

secret of his contempt for the other claimants to the throne; politics is not his forte, but he is a formidable general. As a ruler, he tends towards oppressiveness and cruelty. His one peculiar oddity is his fondness for his hunting hounds, which he dotes on as if they were his grandchildren, and one in particular, a husky named Sasha.

Charles's attitude to:

Edward of Albion: An insufferably self-righteous egotist. Mutual enmity exists between the two.

Phillip of Burgundy: A fawning politician, and the chief thorn in his flesh. Phillip is a lying, cheating swine.

Ramiro of Aragon: Charles doesn't know him well enough to hate him, but won't trust him.

Henri of Anjou: Pure contempt. Henri is an overgrown child with a monstrous mother.

Pope Innocent Benedict: Charles wants to cultivate a good relationship with the Pope, and use the Church's support to turn Bretagne into a European

power that will rival the Empire of the Teutons.

PHILLIP

Duke of Burgundy

Phillip is the pampered son of a foppish Duke, and acts like it. He prefers to present a good face wherever possible, letting his retainers do his dirty work. His claim to the throne is extremely weak; he simply intends to grab whatever power he can get. Phillip is caught between the politics of Bretagne and the Holy Teuton Empire, to which Burgundy owes its fealty. Phillip has only one talent, and that is diplomacy. He knows what people want to hear, and he will tell them that. People like him because he makes them feel good. He does not, however, follow his words with deeds.

Phillip is also a habitual womanizer, a habit that has gotten him in trouble on more than one occasion.

Phillips's attitude to:

Edward of Albion: An enemy of his enemy is his friend. If Edward were to obtain the throne, it's likely that Burgundy's power would increase.

Charles of Valois: An insufferably self-righteous egotist. Mutual enmity exists between the two.

Ramiro of Aragon: Phillip doesn't know what to make of him.

Henri of Anjou: How can you respect a man who has not yet entered puberty?

Pope Innocent Benedict: Phillip does not appreciate the Church's teachings against womanizing, but can usually talk his way out of trouble. The Church is an organization to exploit or to ignore, whatever is most convenient.

RAMIRO *King of Aragon*

King Ramiro of Aragon is not so much power-hungry as he is greedy. He has no legitimate claim to the throne of Bretagne; he simply wishes to get as much wealth as he can during Bretagne's civil war. He is cool and controlled, and addicted to work. He is a shadowy figure who works behind the scenes, although he can be quite extravagant when he wants to flaunt his wealth. At present, Aragon's neigh-

bour Castile is undergoing a civil war, and the Moors are making their presence known in the South of Aragon. Ramiro believes that by taking the gold-rich provinces of Bretagne during their moments of weakness, he can fight the Moors, annex Castile (regaining land that his father lost in the process), and make his treasury wealthy beyond the dreams of men. He keeps his goals to himself; not even his most trusted advisors are sure about his plans.

Ramiro's attitude to:

Edward of Albion: As a fellow King, Edward demands more respect than other claimants to the throne -- until he gets in his way.

Charles of Valois: Charles has right temperment to be king, he just flaunts himself too much. A king should be cruel and arrogant, but they should have some capacity for subtlety.

Phillip of Burgundy: He's not close enough to really worry about. As a political weasel, he might be easy to manipulate.

Henri of Anjou: He's a fool and a fool, handled properly, is the best friend you could possibly have.

Pope Innocent Benedict: Aragon is a deeply religious land, but the Pope is not much of a factor in Ramiro's plans, and the two men dislike each other.

HENRI *Duke of Anjou*

A relation of both Edward of Albion and Charles of Valois, Henri despises them both. His claim to the throne is as good as Edward's. Henri would rather not be king; he would rather laugh and sing in the garden, but his mother, Marie, wants him to become King. Marie is the real power in Anjou. Long ago, Marie was in love with Edward of Albion, and they were betrothed, but the late king Charles forbid the marriage for political reasons. Marie was furious when Edward married Queen Edna, and vowed revenge. All of her life has been spent manipulating Anjou into grabbing control of Bretagne and destroying Albion.

Henri's attitude to:

Edward of Albion: He's too self-important. Henri secretly admires some of Edward's more noble qualities, but hides that admiration behind jealousy and spite.

Charles of Valois: Charles insults Henri. Henri doesn't like to be insulted. He doesn't like Charles.

Phillip of Burgundy: Henri likes what he says, doesn't trust what he does. He's also jealous that Phillip is more popular than he is.

Ramiro of Aragon: Who knows what's really on his mind? Mother doesn't trust him.

Pope Innocent Benedict: He's the Pope. God says you're supposed to love the Pope, right, mother?

POPE INNOCENT **BENEDICT**

Driven from Rome and into exile in Bretagne, Innocent Benedict is still the most respected figure in Christendom. The Pope wishes to regain the Papal States from his adversary, Anti-Pope Christopher. He wants to see a strong

leader emerge from the Bretagnese civil war and help him regain his lands, and restore the schism that has affected Christianity. Although the Empire was in large part responsible for his exile, he hopes to make amends with them and destroy any support for the Anti-Pope.

FOREIGN POWERS

HOLY TEUTON EMPIRE *("The Empire")*

Bordering on the east of Bretagne is the Empire of the Teutonic Princes, also known as the Holy Teuton Empire. This Empire is an alliance of dozens of quarreling dukes and princes, held together by Emperor Louis, an aging Bavarian prince who is tiring of interminable wars and politics. The Empire is currently engaged in conflict against the Saracens in the East, and is allied with the Hungarians and the Venetians. Their chief goal is to keep Constantinople, which is governed by the Empire's puppet, from falling to the Saracens, which would cut off the extreme-

ly lucrative Eastern trade routes currently controlled by the Empire. The Empire is always willing to help a friend -- for a price.

THE DANES

East of Flanders, the Danes control the northern seas. Once home to the fierce Vikings, the Danes are considered to be a civilized land; they want control of the Channel and all shipping in the North, in the hopes of becoming a major European power; this ambition has set them in conflict with Albion, Valois, Flanders, and the Empire.

ITALY

South of Bretagne are the great Italian city-states: Venice, Genoa, Milan, and Rome. They have become formidable places of commerce, home to many of Europe's most prosperous merchants and moneylenders, and ruled by extravagant Dukes, Counts, and Princes. They are almost always at war with each other, and bear little love for either Bretagne or the Empire, except for alliances of convenience, of course.

CASTILE

This neighbour of Aragon took a great deal of land from them in a war thirty years ago, and King Ramiro has been trying to get it back ever since he came to the throne. Ramiro engineered the civil war that is currently wrecking Castile; what the King of Aragon did not count on was the ruthlessness of the leaders and factions in this war -- he has been unable to get the land he had been hoping to grab.

SOME BRETAGNESE PERSONALITIES

QUEEN CATHERINE

The widow of the late King Charles, Queen Catherine was considered "the power behind the throne" for many years in Bretagne. Undoubtedly she, and her doting brother Count Meroze, will want some say in who rules Bretagne, as well as guarantees of personal security.

ARINSEAU

This philosopher/demagogue is a hero of the

Paris Mob, and considered one of the most cunning philosophers in Europe. His support would be an asset to anyone who obtains it, although his eccentric nature can be irritating, and he does have many enemies.

BISHOP WINSLOW

The most conservative cleric in Bretagne, it is sometimes said that he still objects to the Bible being written in Latin instead of Aramaic. Winslow is troublesome to deal with, even for the other clergy in Bretagne.

SIR PERCY of NARBONNE

An old friend of many of the claimants to the throne, Percy is something of a fop, although one with considerable brains and determination. He is noted for his dislike of violence and his protectiveness of the people of Narbonne.

DUKE FRANCIS of BOURBON

Although not a claimant for the throne, Duke Francis has one of the largest armies in Bretagne, and an extremely independent at-

itude. The Duke of Bourbon would rather die than offer fealty to another man, and will do his best to demonstrate Bourbon's independence to any would-be ruler of Bretagne.

See that you do not get
out but are inaccessible to
the other players. Then
compare these other two
situations when you have the
time.

Though Chokes

Once you have your
two positions under con-
trol, you may choose any
one of several approaches
to the game. The game can
be won through military
conquest, administrative
power, or political expe-
rience. Although the obvious
military approach is the
simplest, it is a decision
how early you wish to
involve your ally in a
long, expensive

the game. The player
must decide if he will
support a player who
wishes to make your
game more difficult, or if
he will ally with you
to make it easier. It is
a decision that you must
make early in the game,
or you will find it difficult
to win.

See that you do not get
out but are inaccessible to
the other players. Then
compare these other two
situations when you have the
time.

Starting the Game

At the beginning of the
game, you will find that
the game is a long one,
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The Armchair Strategists Guide

Becoming King in *CASTLES II* demands careful planning and resource management. Here are a few hints from the experts to help you meet these challenges.

Starting the Game

At the beginning of the game, your focus should be on grabbing territory. This cannot be done in a haphazard manner, though. Your most important goals should be:

1. Build a solid, defensible perimeter.
2. Possess all four types of resources.
3. Crank your economy up to top speed as soon as possible.

Most of the players begin in one corner or another of the map. The best strategy for these players is to aim for an initial size of about six territories. Conquer a few immediately, preferably by building a "wall" of territories that you own, behind which may be a

few that you do not yet own but are inaccessible to the other players. Then, conquer these other territories when you have the time.

Tough Choices

Once you have your initial territories under control, you may choose any one of several approaches to the game. The game can be won through military conquest, administrative power, or political expertise, although the obvious military approach is the easiest. Make a decision now as to how you wish to proceed, and stick to it as long as possible.

The game will place far more demands on your resources than they can support. You must decide whether to make your people happy, to build alliances with your neighbors, to build castles, or to build a dominant military force. Your basic strategic choice will determine

which of these will be emphasized.

There are a few general pointers that apply to any strategy. Keep these in mind, and you will always be in control - as much as possible, anyhow. And, lest you think that these pointers are not important, just remember that the other players ARE using them.

1. Use every ability point that you have. Even if you are not running a **Military Task**, for example, apply the otherwise unused **Military Ability Points** to another task, such as a *Gather*. This will serve the dual purpose of increasing the speed of the *Gather* task and giving you the extra push toward raising your ability ratings. Your Military ability will not increase as quickly as if you were running Military tasks, but any contribution in the right direction is helpful.

2. Stay friendly with the Pope. Monitor your relations regularly. Remember that attacking a friend of the Pope (noted by the word "Blessed" next to that player's name in the Council display) will cause your

relations with the Pope to decrease by one point. It is very easy, therefore, to become excommunicated through carelessness.

3. Stay friendly, or at least on neutral terms, with your neighbors. The better your relations with them, the less likely they are to attack or sabotage you. Also, your Merchants are likely to get better deals if they are dealing with friendly parties.

4. Maintain a reasonable army size. Make it too small, and your neighbors may attack when their spies discover that you are a weakling. Make it too large, and the maintenance costs will drag down your economy.

5. Send Diplomats to "buy off" enemies who are attacking you. They remember friendly actions and are less likely to attack if they have reached a diplomatic agreement recently. Unfortunately, they cannot recall armies who are already in the process of attacking, so your Diplomat may be too late to be effective. Also, enemies remember your hostile acts even longer

than they remember the nice ones.

6. Think in turns of small campaigns. Before launching attacks, pick a small number of territories to capture, build up your army and then go. Don't bite off more than you can chew! After grabbing a couple of provinces, consolidate your gains, rebuild your army and erect castles for defense. Never get greedy, as an overextending empire crumbles very quickly!

7. Always harvest your resources. You will use them up very rapidly as everything you do costs money and/or goods. Try to resist building a castle until your Administrative Rating hits 5, allowing you a second task in that category. Then keep harvesting as you build.

8. If you don't have a good mix of commodities in the territories you own, you can still have a good economy. Try to harvest the commodity you have the most of and then trade them for what you need. You'll need good relations with a trading partner to pull this off, but it works well when you don't have

access to iron and gold. Always remember that the black market is risky, but it can help bail you out of tight situations.

Long-Term Strategy

The goal of CASTLES II, ultimately, is to survive long enough to become King. Once you have established your initial fiefdom, it is time to put your overall strategy to the test. Focus on the elements that you deem most important, as noted earlier. There are many ways to win in CASTLES II, and part of the fun is in discovering them for yourself.

1. Build a buffer of extra points before you Claim. Once the other players get wind of your pending coronation, they will become increasingly aggressive toward you. Claiming reduces relations of all other players with you. This can pull you very rapidly into warfare. Make sure that the loss of points due to the drop in relations with everyone, plus the potential territory losses due to the attacks you will receive will not be so

severe that the Pope decides to reject your claim.

2. Deciding when to Claim is a tricky decision. If you are the first to try, everyone will take their shot at knocking you down. Waiting for someone else to claim first is also a tricky path to follow because you might not have enough time or power to knock him down, and, if more players claim in the meantime, it'll turn into a free-for-all.

Deciding a Claim requires a minimum of two players. If you are the first to claim, you must be prepared to knock down the first claimer. If you are the second to claim, you must be prepared to knock down the first claimer.

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Task Definitions

Administrative Tasks

Harvest Grain

Harvesting Grain requires an expenditure of at least one Administrative Point per Grain territory harvested. If a castle is present in a Grain territory, an additional Administrative Point must be spent to gain the additional Grain.

Cut Timber

Cutting Timber requires an expenditure of at least one Administrative Point per Timber territory harvested. If a castle is present in a Timber territory, an additional Administrative Point must be spent to gain the additional Timber.

Mine Iron

Mining Iron requires an expenditure of at least one Administrative Point per Iron territory mined. If a castle is present in an Iron territory, an additional Administrative Point must be spent to gain the additional Iron.

Refine Gold

Refining Gold requires an expenditure of at least one Administrative Point per Gold territory refined. If a castle is present in a Gold territory, an additional Administrative Point must be spent to gain the additional Gold.

Build Castle

Building a Castle requires a minimum Administrative Rating of 3. At least 2 Administrative Points must be assigned to the task and, in addition, 1 Grain, 3 Timber, 1 Iron, and 2 Gold must be spent.

Military Tasks

Policing the Realm

Policing the realm requires an expenditure of at least one Military Point. While this task is running, all other tasks run at a higher efficiency and the chances of catching spies and saboteurs goes up. At the completion of this task the Happiness Level of the people goes down one point.

Recruit Infantry

Recruiting Infantry requires an expenditure of at least one Military Point and, in addition, one iron is spent to arm the troops and one gold is spent as a recruitment bonus. Upon completion of the task, one infantry unit is added to the army.

Recruit Archers

Recruiting Archers requires a minimum Military Rating of 2. At least one of those Military Points must be spent on the task in addition to a cost of one Timber to equip the archers with bows and arrows and one Gold as a recruitment bonus. Upon completion of

the task, one archer unit is added to the army.

Recruit Knights

Recruiting Knights requires a minimum Military Rating of 6. At least one of those Military Points must be spent on the task in addition to the cost of one Grain for feeding the Knight, his horse, and retinue. One Iron must also be spent to armor the Knight and one Gold must be paid as a recruitment bonus. Upon completion of the task, one Knight is added to the army.

Build Ballista

Building a Ballista requires a minimum Military Rating of 5. At least 4 of those Military Points must be spent on the task. In addition, one Timber and one Iron must be used to construct the ballista and one gold must be spent to pay for its construction. Upon completion of the task, one Ballista is added to the army. An army can only have one Ballista at a time.

Build Catapult

Building a Catapult requires a minimum Military Rating of 6. At least 5 of

those Military Points must be spent on the task. In addition, one Timber and one Iron must be used to construct the catapult and one gold must be spent to pay for its construction. Upon completion of the task, one Catapult is added to the army. An army can only have one Catapult at a time.

Build Siege Tower

Building a Siege Tower requires a minimum Military Rating of 7. At least 6 of those Military Points must be spent on the task. In addition, one Timber and one Iron must be used to construct the siege tower and one gold must be spent to pay for its construction. Upon completion of the task, one Siege Tower is added to the army. An army can only have one Siege Tower at a time.

Attack

Mounting an attack on a territory requires a minimum Military Rating of 2, and a Happiness level of 3 or more. At least 2 Military Points must be spent on the task and one Iron must be used to equip the army. This task represents forming the troops, procuring necessary supplies, and

marching the army to the territory to be attacked. You can only attack a territory adjacent to one of your own. Upon completion of this task, the army will be in position to conduct an assault on the enemy.

Saboteur

Sending a Saboteur or band of saboteurs to attack an enemy-held province requires a minimum Military Rating of 3. At least 2 of those Military Points must be spent on the task in addition to spending one Gold to pay the saboteur(s). Successful completion of this task will cause the enemy's stocks to be depleted or some of his units to be demoralized and disbanded. If the enemy is policing the realm there is a good chance the saboteur(s) will be caught. If a saboteur is caught the enemy's relations with you will go down.

Political Tasks

Scouting

Scouting a territory requires an expenditure of at least one Political Point. Upon completion of the task, information concerning the province's commodity and ownership will become known. You can only scout a territory adjacent to one that you already own.

Spy

Sending a Spy requires a minimum Political Rating of 3. At least 2 Political Points must be spent on the task and one Gold must be paid to the Spy. Upon successful completion of this task, the player will be shown which territories the enemy owns, how large an army he has, and what level of Happiness he has achieved. If the enemy is policing the realm there is a good chance the spy will be caught. If a spy is caught, the enemy's relations with you will go down.

Diplomat

Sending a Diplomat to a player requires a minimum Political Rating of 3. At

least 2 of those Political Points must be spent on the task as well as paying the Diplomat one Gold for expenses on his travels. When sent, the Diplomat is given a range of options to negotiate within. The more Political Points that are assigned to the task, the better the Diplomat will perform.

Merchant

Sending a merchant to trade with another player requires a minimum Political Rating of 3. At least 2 of those Political Points must be spent on the task. You cannot trade with the Pope. When the Merchant is first sent, you decide what is offered and what is desired. The more Political Points that are assigned to the task, the better the chances of success. Good relations with the player you're attempting to trade with also help get a better deal.

Happiness

Raising the Happiness Level of your people requires an expenditure of at least 2 Political Points. In addition, one Grain must be spent to feed the people, one Timber must

be used to construct public works, and one Gold must be distributed to the poor. Upon completion of this task your Happiness Level will go up by one.

Council

Calling a Council requires an expenditure of 3 Political Points. In addition, one Grain must be used to feed the council while in session, and one Gold must be spent to pay their travelling expenses. Successful completion of this task gives the player information about the players' rankings in the game, who is Blessed or Excommunicated, and which of your provinces are near revolt.

Raising the Happiness Level of your people requires an expenditure of at least 3 Political Points. In addition, one Grain must be spent to feed the people, and Timber must

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Political

Political Points. In addition, one Grain must be spent to feed the people, and Timber must

Credits

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Produced By

Vince DeNardo

Line Producer

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Video Technician

M.W. Findley

Video Clips

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&

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